



CONTROL PAD MODES

Primary Flight Control

KEY	FUNCTION
D-Pad UP	Pitch aircraft Down
D-Pad DOWN	Pitch aircraft Up
D-Pad LEFT	Bank aircraft Left
D-Pad RIGHT	Bank aircraft Right
Left SHIFT + Pad UP/DOWN	Increase/Decrease Throttle
Left SHIFT + Pad LEFT/RIGHT	Increase/Decrease Nozzle Angle

Secondary Flight Controls

Right SHIFT + Button A	Toggle Gear Up/Down
Right SHIFT + Button B	Toggle Wheel Brakes On/Off
Right SHIFT + Button C	Toggle Air Brakes On/Off

LEFT SHIFT + RIGHT SHIFT + PLAY + STOP = EJECT

Outside View

Right SHIFT + D-Pad U/D/L/R	Pan-Camera
Left SHIFT + Button A	Zoom In
Left SHIFT + Button B	Zoom Out

Environment Controls

KEY	FUNCTION
Button STOP	Menu Subsystem
Left SHIFT + Button STOP	Toggles Fast Time
Button PLAY	Toggle Outside View/Missile View
Left SHIFT + PLAY	Enemy View
Right SHIFT + PLAY	Fly-by View

Weapons Systems

Button A	Fires current weapon
Button B	Cycles through available weapons
Button C	Deploy Chaff & Flares
Left SHIFT + Button A	Mark Target
Left SHIFT + Button B	Cycles D/H/I Range
Left SHIFT + Button C	Cycles through Weapons
Left SHIFT + Right SHIFT	Jetison all Weapons
Left SHIFT	Cycles Left MFD
Right SHIFT	Cycles Right MFD

JOYSTICK MODES

Primary Flight Control

CONTROL	FUNCTION
Slick UP	Pitch aircraft Down
Slick DOWN	Pitch aircraft Up
Slick LEFT	Bank aircraft Left
Slick RIGHT	Bank aircraft Right
Rotary Dial FORWARD/BACK	Increase/Decrease Throttle
Hat UP/DOWN	Increase/Decrease Nozzle Angle

Secondary Flight Controls

Right SHIFT + Button A	Toggle Gear Up/Down
Right SHIFT + Button B	Toggle Wheel Brakes On/Off
Right SHIFT + Button C	Toggle Air Brakes On/Off
Right SHIFT + Hat UP/DOWN	Increase/Decrease Pitch Trim
Right SHIFT + Hat LEFT/RIGHT	Rudder Left/Right

LEFT SHIFT + RIGHT SHIFT + PLAY + STOP = EJECT

Outside View

Hat UP/LR	Pan Camera
Left SHIFT + Hat UP/DOWN	Increase/Decrease Nozzle Angle
Left SHIFT + Hat LEFT/RIGHT	Zoom In/Out

Environment Controls

CONTROL	FUNCTION
Button STOP	Menu Subsystem
Left SHIFT + Button STOP	Toggles Fast Time
Button PLAY	Outside View
Left SHIFT + Hat RIGHT	Flyby View
Left SHIFT + Hat UP	Missile View
Left SHIFT + Hat DOWN	Enemy View

Weapons Systems

Button FIRE	Fires current Weapon
Button A	Mark Target/Inside View
Button B	Cycle through available Weapon
Button C	Deploy Chaff & Flares
Left SHIFT + Button A	Autopilot
Left SHIFT + Button B	Cycles EHD Range
Left SHIFT + Button C	Cycles through Waypoints
Left SHIFT + Right SHIFT	Jetison all Weapons
Hat LEFT	Cycles Left MFD
Hat RIGHT	Cycles Right MFD